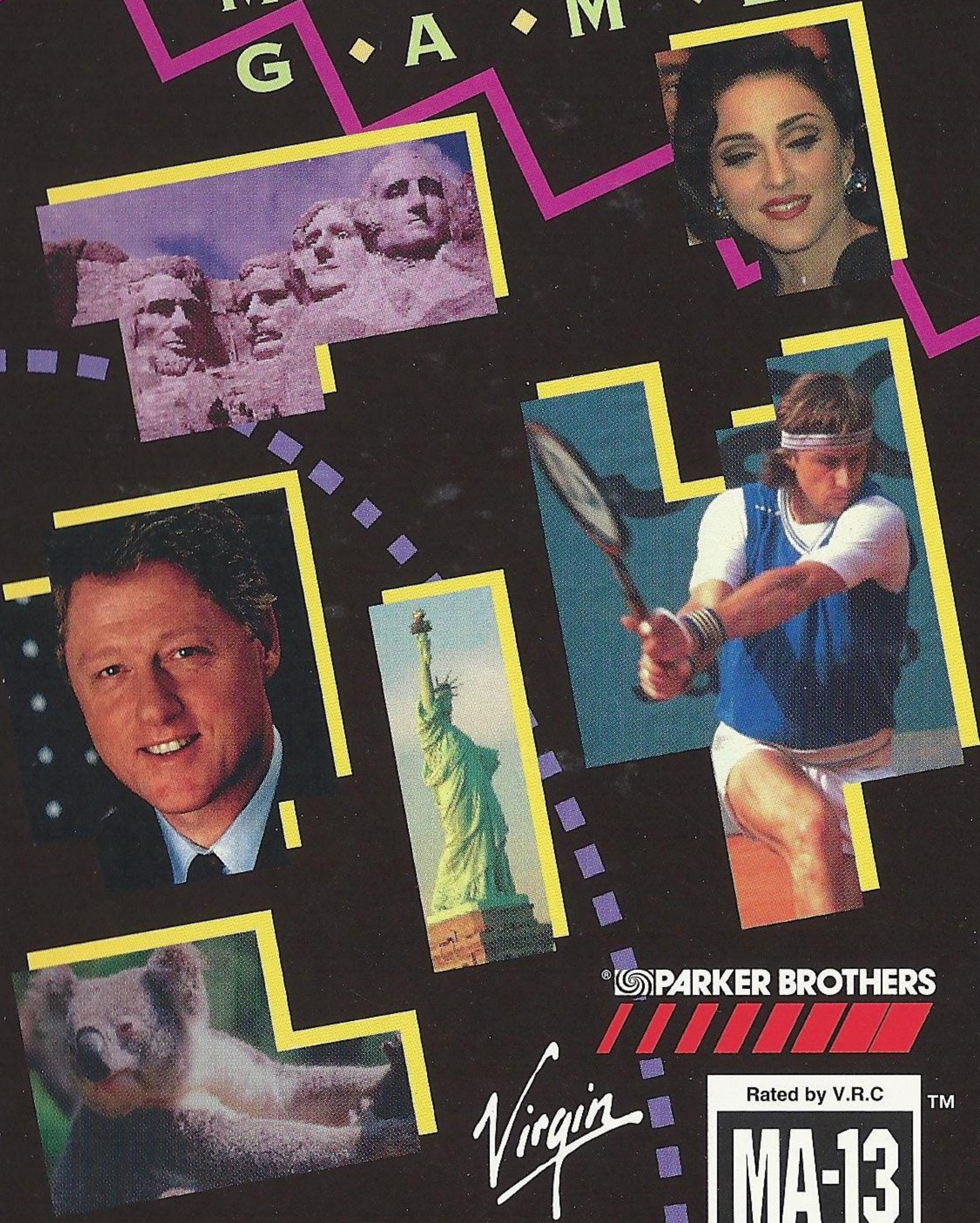


SEGA™

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Trivial Pursuit®

INTERACTIVE
MULTIMEDIA
G • A • M • E



® PARKER BROTHERS

Virgin

Rated by V.R.C
MA-13
 Parental Discretion
 Advised.
 Mature Audiences

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA CD™ SYSTEM



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A VERY SMALL PERCENTAGE OF INDIVIDUALS MAY EXPERIENCE EPILEPTIC SEIZURES WHEN EXPOSED TO CERTAIN LIGHT PATTERNS OR FLASHING LIGHTS. EXPOSURE TO CERTAIN PATTERNS OR BACKGROUNDS ON A TELEVISION SCREEN OR WHILE PLAYING VIDEO GAMES MAY INDUCE AN EPILEPTIC SEIZURE IN THESE INDIVIDUALS. CERTAIN CONDITIONS MAY INDUCE PREVIOUSLY UNDETECTED EPILEPTIC SYMPTOMS EVEN IN PERSONS WHO HAVE NO HISTORY OF PRIOR SEIZURES OR EPILEPSY. IF YOU, OR ANYONE IN YOUR FAMILY, HAS AN EPILEPTIC CONDITION, CONSULT YOUR PHYSICIAN PRIOR TO PLAYING. IF YOU EXPERIENCE ANY OF THE FOLLOWING SYMPTOMS WHILE PLAYING A VIDEO GAME—DIZZINESS, ALTERED VISION, EYE OR MUSCLE TWITCHES, LOSS OF AWARENESS, DISORIENTATION, ANY INVOLUNTARY MOVEMENT, OR CONVULSIONS—IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR PHYSICIAN BEFORE RESUMING PLAY.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.



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This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

Trivial Pursuit®

**INTERACTIVE
MULTIMEDIA
G • A • M • E**

This SEGA CD™ version of TRIVIAL PURSUIT® has the same gameplay as the internationally best-selling board game—but with the added excitement of sound, speech, music, and still and moving pictures to entertain you—and challenge your memory!

OBJECT: To be the first player to earn a color wedge in each of the six different color categories. In the Classic Game, you then land in the hub at the center of the game board and answer the game-winning question in a category chosen by your opponents!

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HANDLING YOUR COMPACT DISC

- The Sega CD Compact Disc is intended for use exclusively in the Sega CD™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.
- **KEEP YOUR SEGA CD DISC CLEAN.** Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft, dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

THE CONTROLLER

START... To engage disc, to begin play

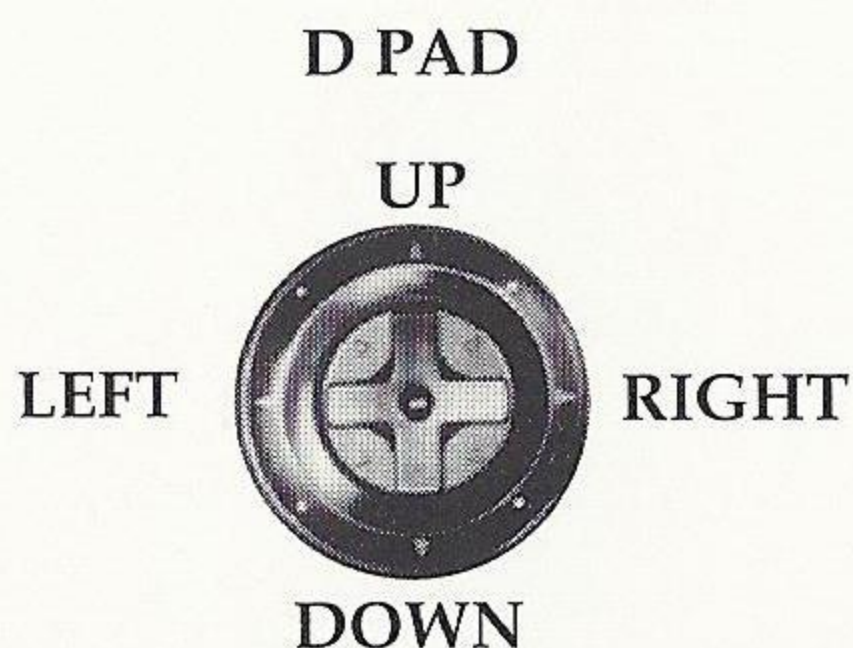
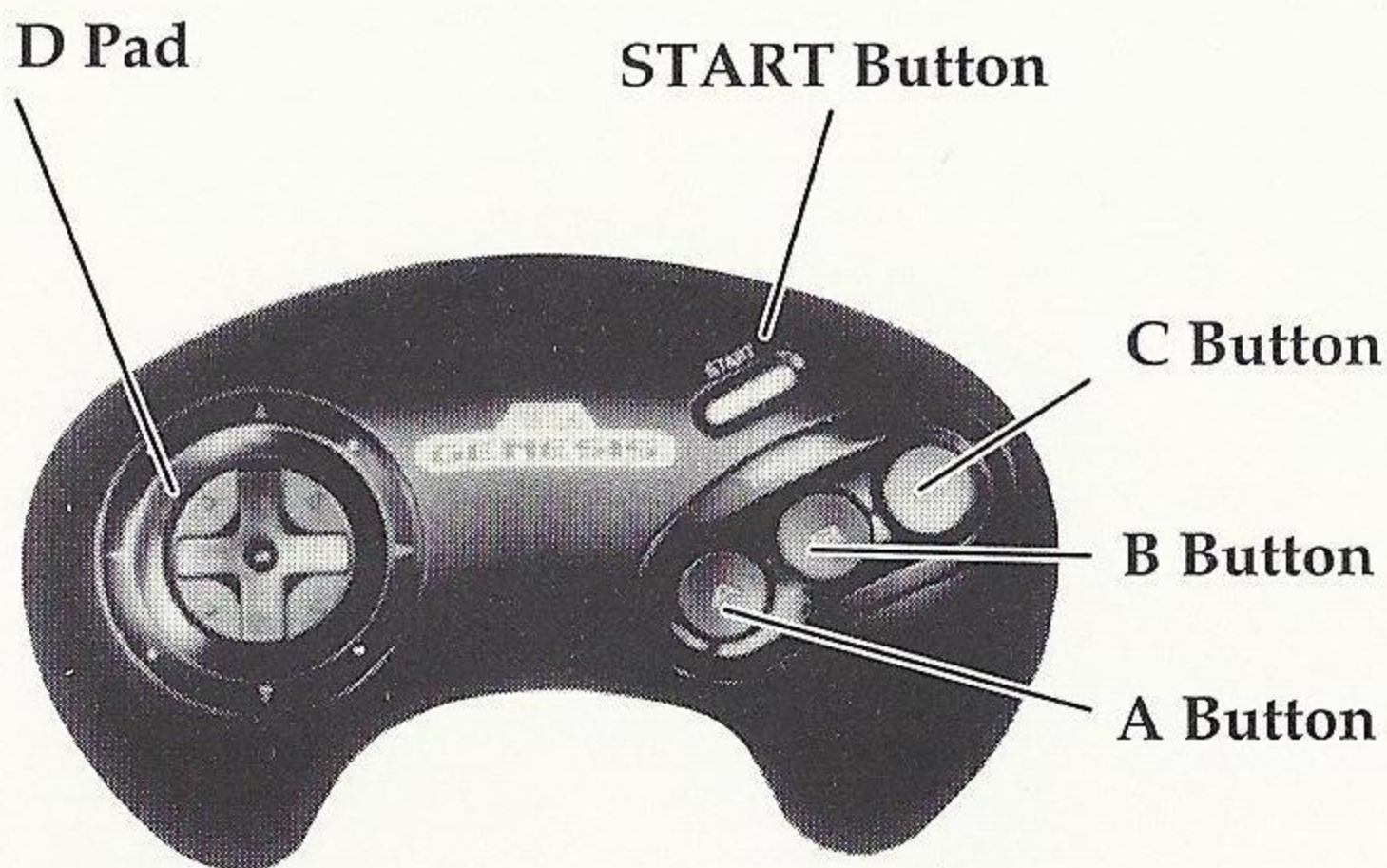
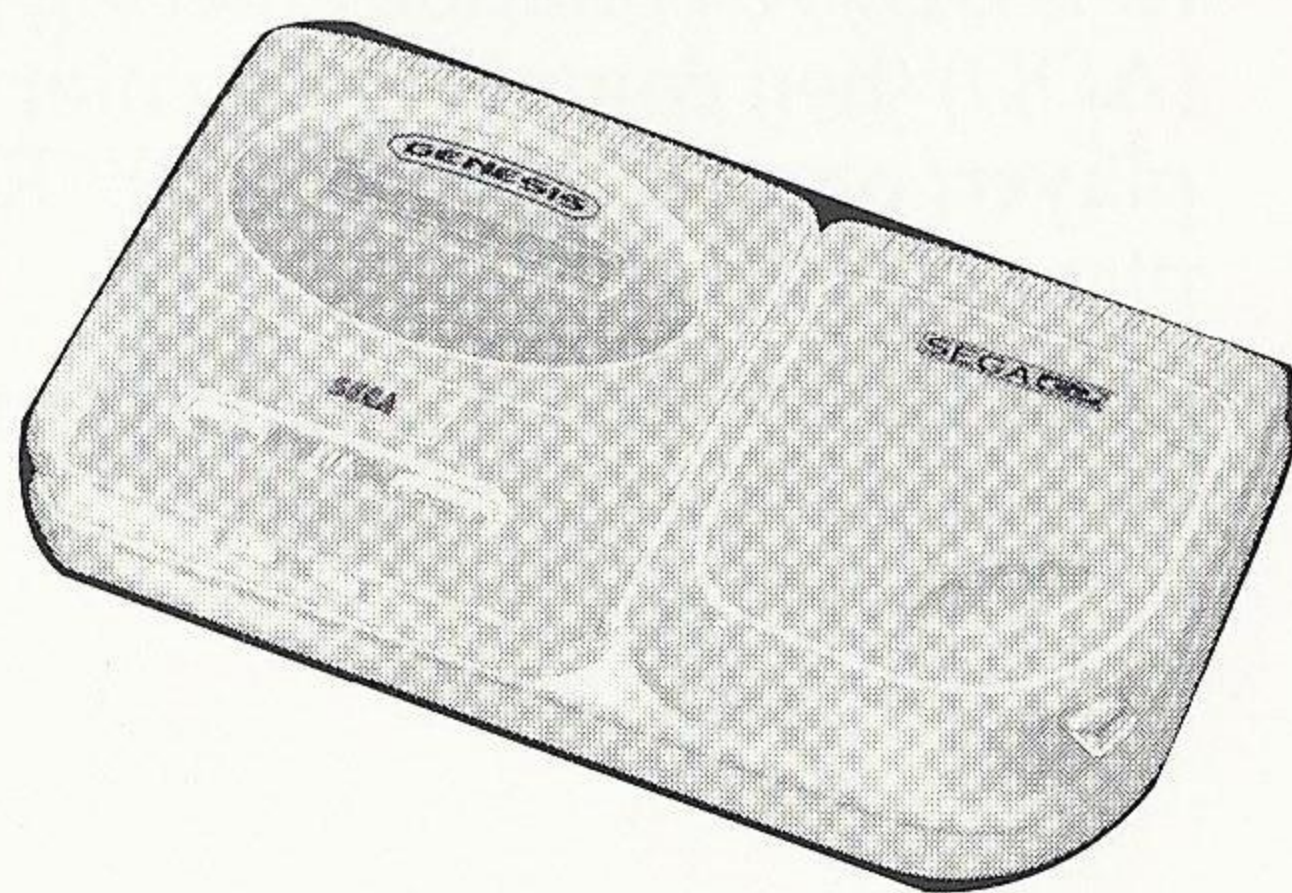
A Button... To select Classic Game, ADD players, roll the die, REPEAT a question

B Button... To select Fast Game, REMOVE players, designate a RIGHT answer, end your turn, move to board position

C Button... To SELECT board position, indicate DONE, get an ANSWER, designate a WRONG answer, bring up Player INFO Screen, enter selections

NOTE: Each screen will have a “menu” listing the buttons and their functions.

Directional Pad (D Pad)...
To select letters when entering names, select board position



STARTING A GAME

Turn the Power ON and press START. The introductory SEGA and TRIVIAL PURSUIT title screens will appear. Press START again. If you don't start, the system will default to a "demo" series of questions and answers.

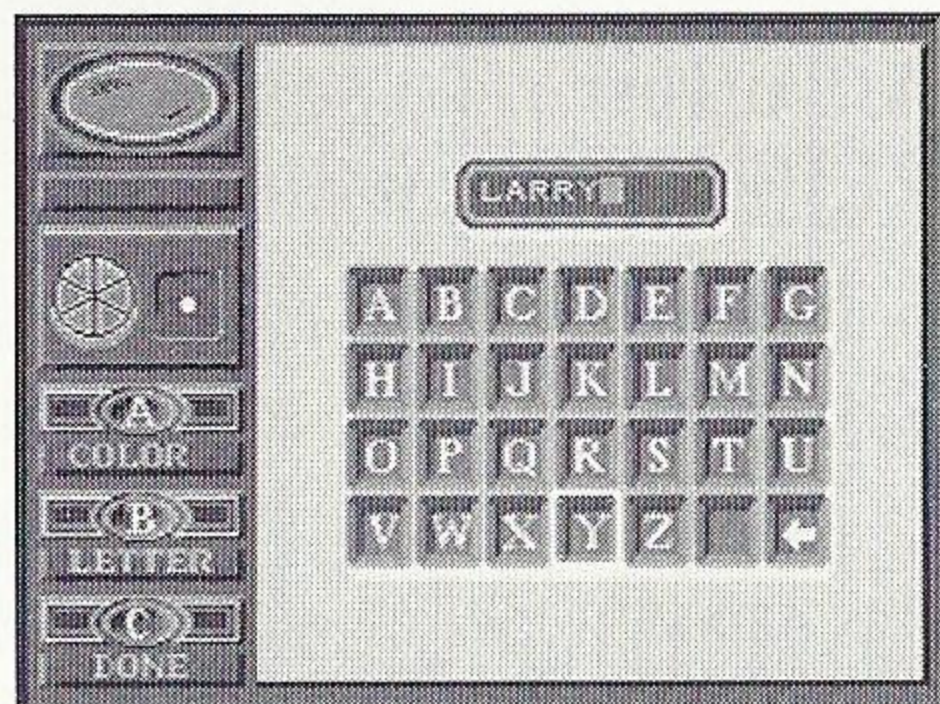
1. **CLASSIC or FAST...** Press the A or B button, respectively, to select a Classic or Fast game.

A: CLASSIC...The "traditional" game, where players select their categories strategically and move around the board answering questions. See pages 6 - 8.

B: FAST... The faster-paced game doesn't use the game board or die. The system randomly selects categories for you. See page 9.

2. **PLAYER IDENTIFICATION...** Use the A button (COLOR) to cycle through all 6 colors. When it says the color you want...

Enter your name: To change from the color to your name, use the D Pad to move through the alphabet (use the "backspace" arrow to erase a letter) and the B button (LETTER) to enter each letter. (To avoid choosing colors and entering names, press the C (DONE) button to go right to the PLAYER INFO screen.)

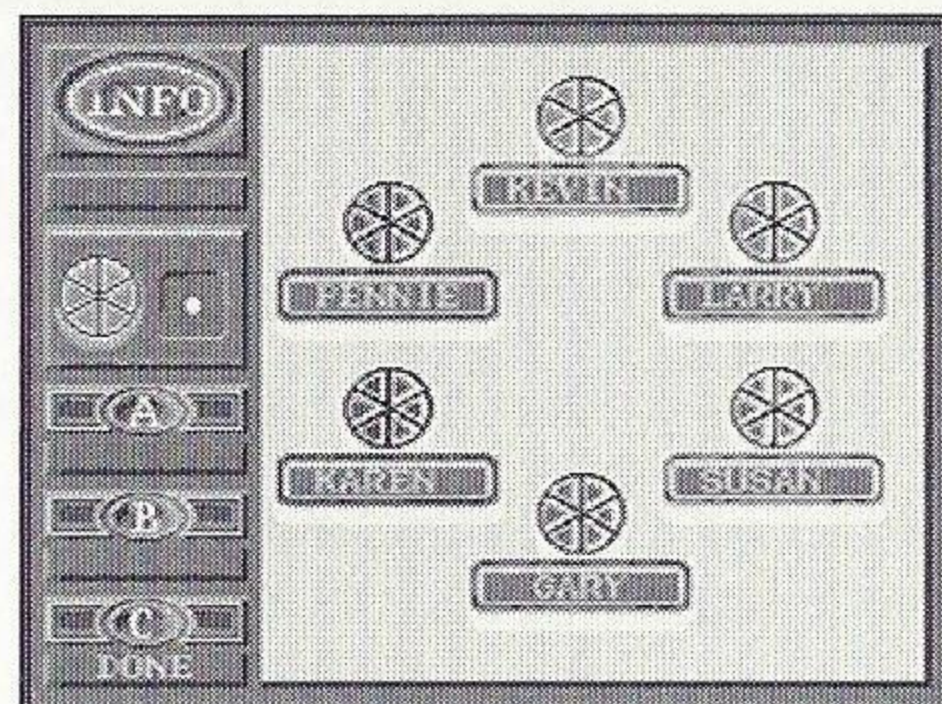


A: ADD: To continue entering player identification, press A (ADD) then complete the color selection and name for the next player; press C when DONE. Repeat this sequence for all players.

C: DONE: When you have completed the ADD function, press C to start the game.

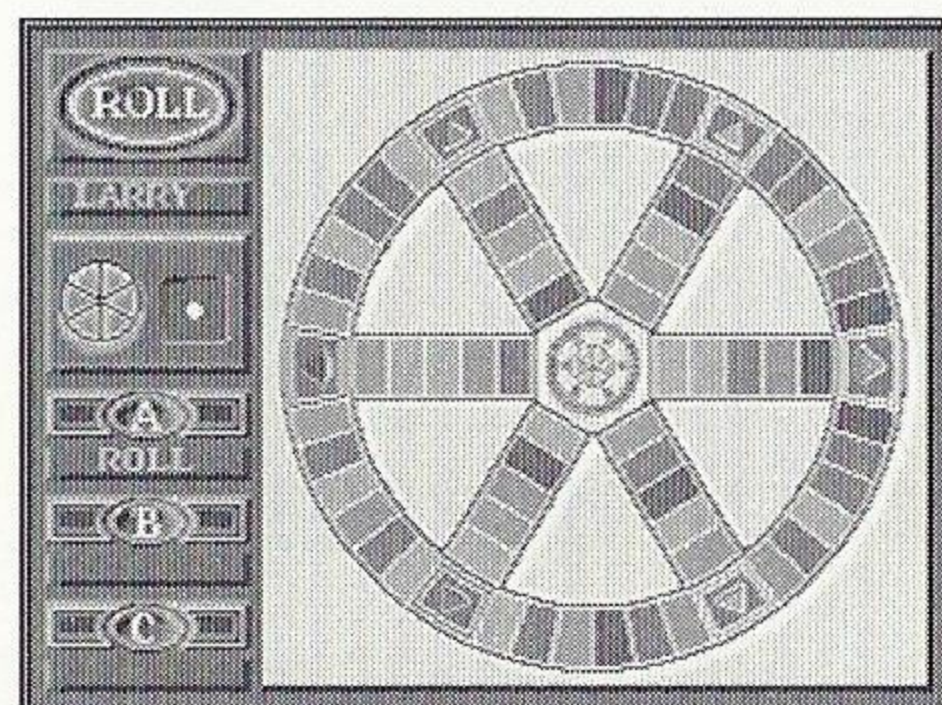
3. PLAYER INFO SCREEN...

Note: Each player's name appears and, throughout the game, the number of wedges that player has earned will appear in the scoring token. Press C to bring up this screen whenever you want to check how many wedges you—and your opponents—have.



B: REMOVE: If a player decides to leave the game during game play, press B (REMOVE), use the D Pad to highlight the player and press A (REMOVE).

4. GAME BOARD SCREEN... If you selected a CLASSIC game, this appears after all players have entered their colors and names. If you selected a FAST game, skip to page 9 now.



HOW TO PLAY A CLASSIC GAME

THE GAME BOARD AND QUESTION CATEGORIES...

On your turn, the game board screen will appear, showing where each player's token is. On your turn, the left side of the screen will show your name and your status, e.g., which categories you've already earned scoring wedges in. This lets you know which ones you still need. The six subject categories, each represented by the same color throughout the game, are listed below; the gray spaces on the board indicate you will ROLL AGAIN.

Brown.....	PP.....	PEOPLE & PLACES
Pink.....	AE.....	ARTS & ENTERTAINMENT
Yellow.....	H.....	HISTORY
Green.....	SN.....	SCIENCE & NATURE
Orange.....	SL.....	SPORTS & LEISURE
Blue.....	WC.....	WILD CARD

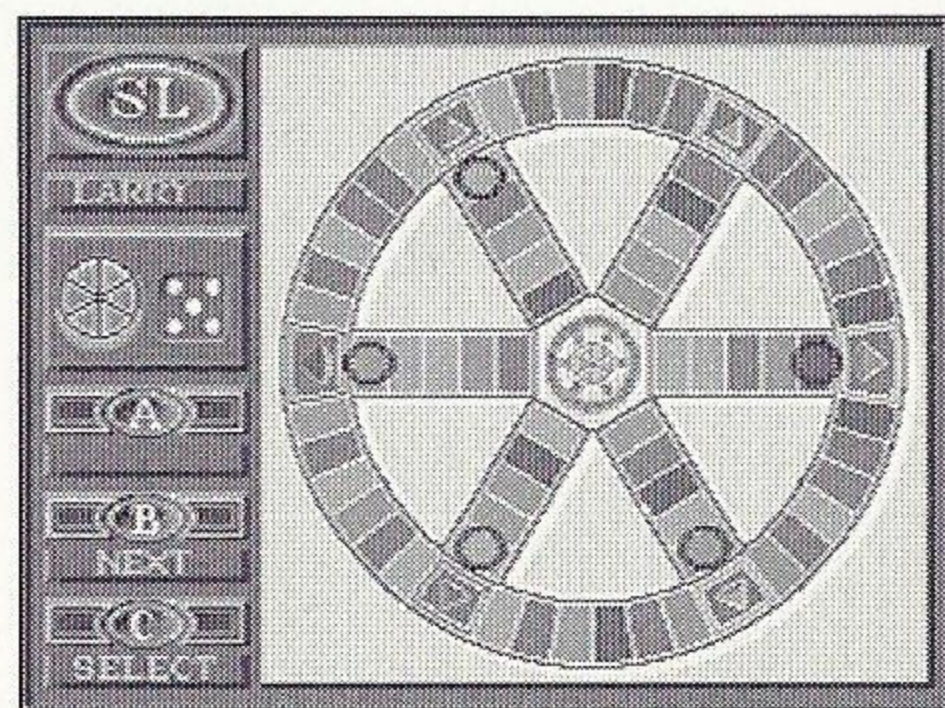
ON YOUR TURN...

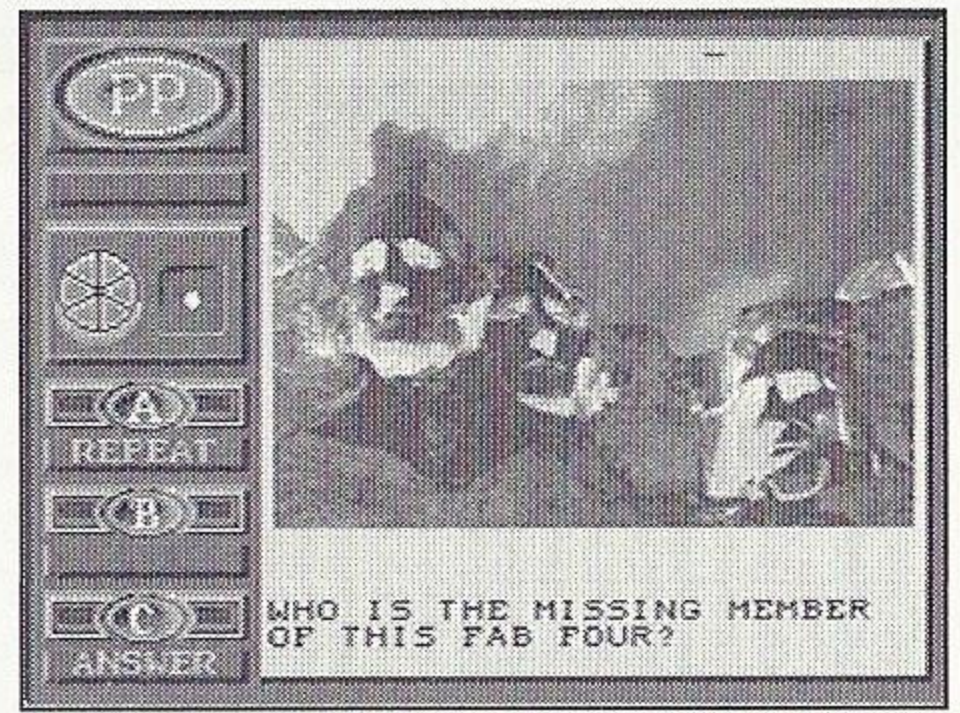
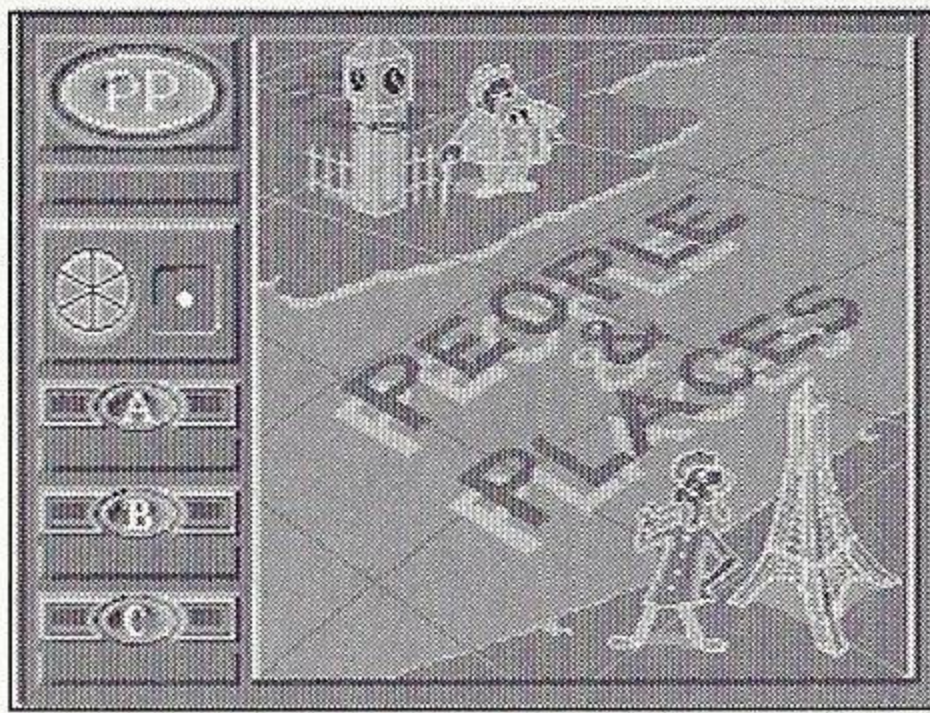
Whoever entered his/her PLAYER IDENTIFICATION first will go first, and so on. All other players tokens will disappear from the board, leaving yours.

1. **Roll the die...** Press the A button to ROLL the die. Release it to stop it.

Roll Again: If you land on a gray space, press A to ROLL the dice again.

2. **Pick your move...** All players start in the hub. The computer will highlight all your movement options on the board—forward, backwards, up or down a spoke. Use the A (NEXT) button to move your token to the position you've selected or B (PREV) to go back to the previous position you just passed. When you arrive, press C (SELECT) to enter your position and bring up your question.





3. **Answer the question...** After you've read the question, say your answer aloud.

4. **Check the answer...** Press the C (ANSWER) button to see the answer.

A: REPEAT: To hear/see the same question again.

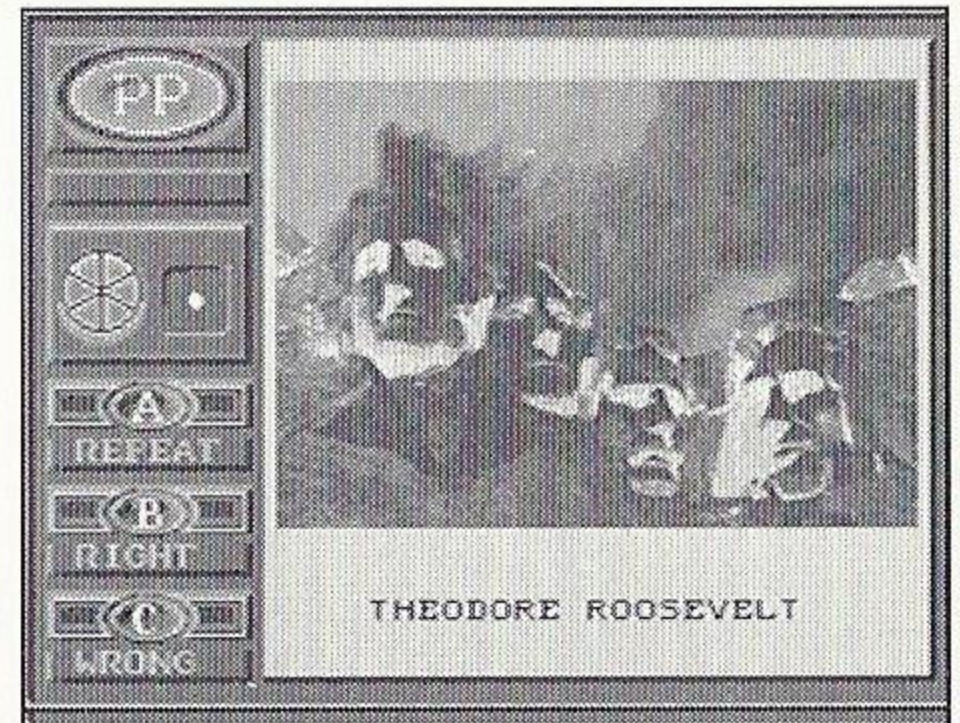
B: RIGHT: If you were **correct**—and your opponents accept your answer as correct—press B to designate your answer was **RIGHT**, and **continue your turn** with another question. As long as you answer correctly, you keep going! The next player goes only when you've given a wrong answer.

C: WRONG: If you were **incorrect**—or your opponents do not accept your answer—press C to designate your answer was **WRONG** and end your turn. The next player goes.

Note: If you pressed B for **RIGHT** when the answer was actually **WRONG**, or vice versa, here's how to **UNDO** it: Press C to bring up the **PLAYER INFO SCREEN**, press A (**UNDO**), then press B or C.

5. **Landing in the hub...**

When you land in the center of the game board while you're still collecting wedges, you may choose any category for your next question. Use the D Pad to scroll through the categories; press C (**DONE**) to enter your selection.



WINNING THE GAME

When you have collected a wedge in each of the six categories, on your turn you must land in the hub **by exact count** to try to answer the game-winning question. Now *your opponents* use the D Pad to scroll through the categories and C to select the category *they* choose for you. If you answer correctly, you win. If your answer is not correct, on your next turn you must move out of the hub, then, after one correct question/answer or on your subsequent turn, move back into the hub (by exact count) to try the game-winning question again! If you succeed, you win!



HOW TO PLAY A FAST-PACED GAME

This option avoids the game board and rolling the die to navigate around it. The system randomly picks the categories for you—and applies pressure with the...

1. **GAME SELECT...** Press B (FAST). See page 4.
2. **PLAYER IDENTIFICATION...** See page 4.

ON YOUR TURN...

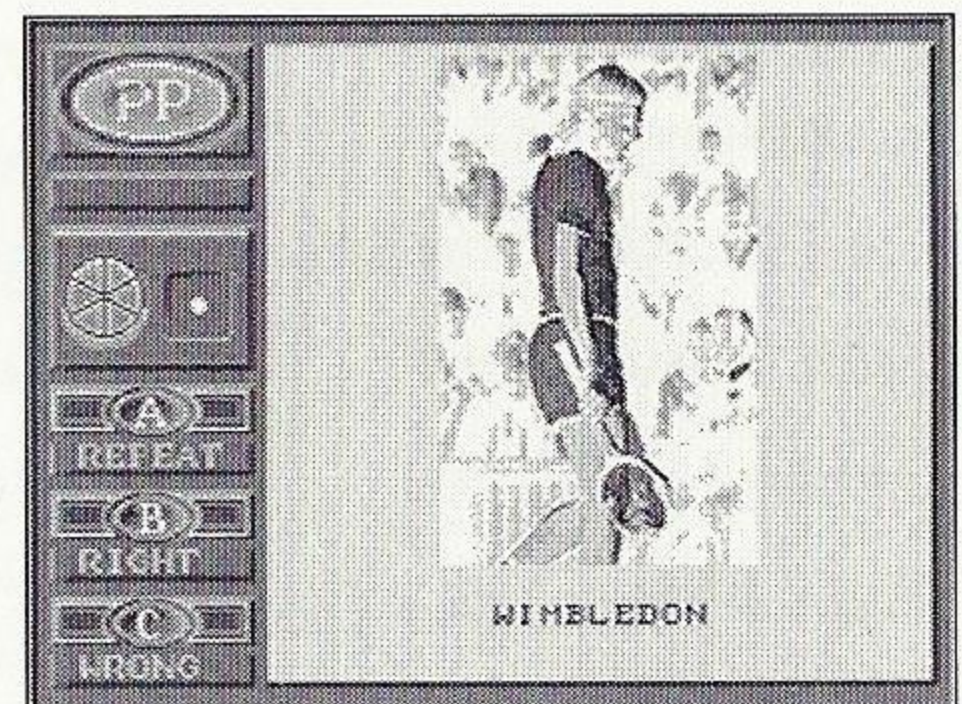
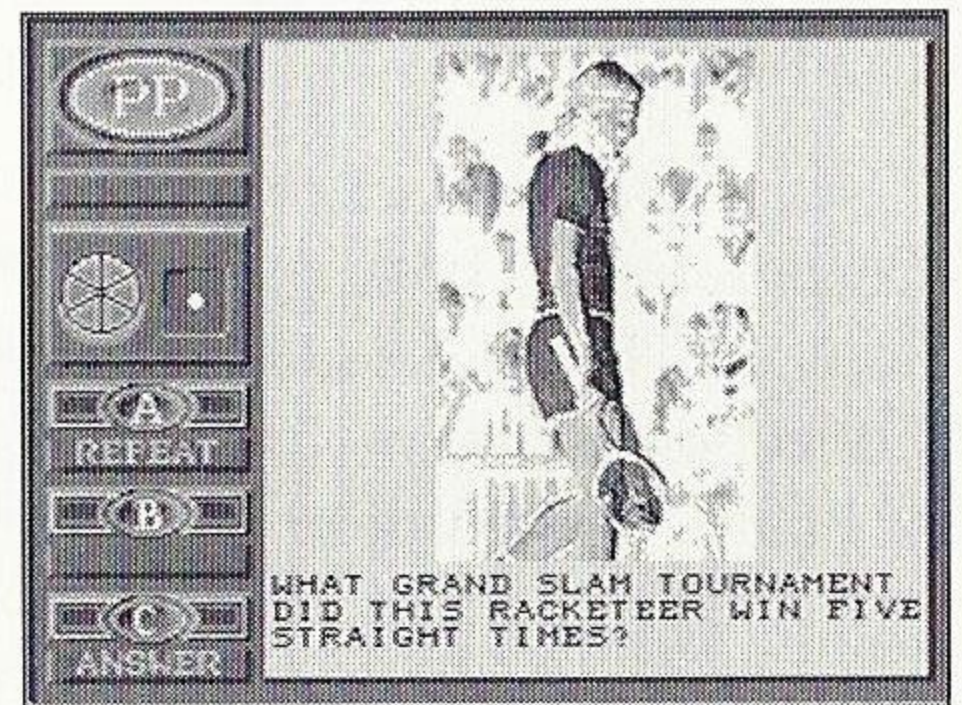
1. **RANDOM CATEGORY SCREEN...** The system randomly cycles through the color ovals on the screen and picks for you. PRESS A to make it stop. (See colors and categories on page 6.)
2. **Here's your question...** When your category has been selected, you are asked a question.
3. **Say your answer aloud.**
4. **Check the answer...** Press the C (ANSWER) button to see the answer.

A: REPEAT: To hear/see the same question again.

B: RIGHT: If you were **correct**—and your opponents accept your answer as correct—press B (RIGHT), then press A (STOP) on the next screen to continue your turn with another question. You go again, and keep going—until you give a wrong answer!

C: WRONG: If you were **incorrect**—or your opponents do not accept your answer—press C (WRONG) to end your turn. The next player goes.

Note: If you pressed B for RIGHT when the answer was actually WRONG, or vice versa, here's how to UNDO it: Press C to bring up the PLAYER INFO SCREEN, press A (UNDO), then press B or C.



WINNING THE GAME

The first player who collects one wedge in each of the six categories/colors, wins the game!

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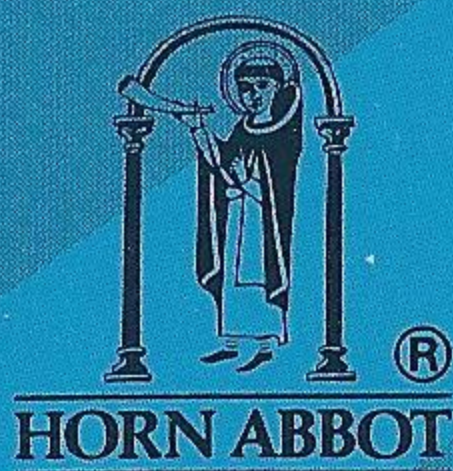
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